

# GENERAL

★ AVALON HILL

## INDEX 1964-1984

Volume 1-Volume 20





The AVALON HILL

# GENERAL

The Avalon Hill *GENERAL* is dedicated to the presentation of authoritative articles on the strategy, tactics, and variation of Avalon Hill wargames. Historical articles are included only inasmuch as they provide useful background information on current Avalon Hill titles. The *GENERAL* is published by The Avalon Hill Game Company solely for the cultural edification of the serious game aficionado, in the hopes of improving the game owner's proficiency of play and providing services not otherwise available to the Avalon Hill game buff. Avalon Hill is a division of Monarch Avalon Industries, Inc., a wholly owned subsidiary of Monarch Avalon, Inc. The shares of Monarch Avalon, Inc. are publicly traded on the NASDAQ System under the symbol MAHI. For information about the company write to Harold Cohen at the executive offices of the company, 4517 Harford Rd., Baltimore, MD 21214.

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## The Avalon Hill Philosophy

Sorting through almost 120 issues of any magazine is no easy task. Attempting to list, in some organized fashion, every article, author, letter, contest and column found in those millions of words takes either a great love for the magazine—or an addled mind. Those of us who contributed to this index must confess to both. Building upon the efforts of Bruce Degi and Don Eisan, who together were responsible for the first index (published in 1980), the current editors have corrected, expanded, cut and pasted to bring the current version up to date. Hopefully, every five years the task can be undertaken again.

For any magazine—let alone one which caters to such a specialized and critical audience—to reach the twentieth anniversary is a notable accomplishment. But then, wargamers hardly look upon The *GENERAL* as "any magazine". Most have grown in the hobby even as The *GENERAL* grew, from the first stumbling but enthusiastic efforts in the early Sixties to the professionalism and competitiveness displayed today. And many of these gamers have, at one point or another, eagerly awaited the latest bi-monthly issue.

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 (Humor) HUMEROUS article; this term is used quite loosely  
 (PBM) relates to PLAY-BY-MAIL  
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The strength of *The GENERAL* has always been in the many well-written, insightful and entertaining articles produced by the enthusiasts of the hobby. Unlike most publishing ventures, the magazine relies heavily upon the readership itself to produce a professional periodical. Literally thousands of submissions are received by the editors each year, ranging from simple scenarios to in-depth strategic analyses. From these, the best and the unique are chosen. After twenty years of continuous publication, the article collection of *The GENERAL* is surely the most comprehensive and wide-ranging paean to the challenging hobby of wargaming available.

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 Who Says Bulge is Unbalanced? (David Arneson) Vol. 2, #3 (P) 4-5.  
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 Before the Bulge (James Dunnigan) Vol. 2, #4 (H) 6-7.  
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 Crack the German Supply Line (John Rowland) Vol. 5, #6 (P) 3.  
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 Keep Your Eyes on the Prize and Hold (Alan Augenbraun) Vol. 7, #1 (P) 6.  
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 Operation Morgenstern (R. Fauber) Vol. 8, #6 (P) 3.  
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 Bulge 1940 (Joseph Angiolillo) Vol. 12, #2 (V+C, P) 13-17, Insert.  
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Rejuvenating an Old Rogue (Bruno Sinigaglio) Vol. 19, #2 (H,D) 5-11.  
 Plan Martin (Sinigaglio, Uhl) Vol. 19, #2 (V) 12.  
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#### BISMARCK

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 Bismarck Search Patterns (Jared Johnson) Vol. 2, #5 (P) 9.  
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#### BISMARCK '79 Edition

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 The Tactical Side of Bismarck (Bob Proctor) Vol. 18, #1 (P) 14-19.  
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#### BLITZKRIEG

Strategy for Blitzkrieg (Carl Knabe) Vol. 2, #5 (P) 2-3.  
 Short—Tournament Game (Robert Olson) Vol. 2, #5 (P) 3.  
 The Blitz Tactic (Myron Brundage) Vol. 2, #5 (H,P) 3-4.  
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 Blitzkrieg—Troops for the Minor Countries (—) Vol. 2, #6 (P) 2.  
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 PBM Substitution of Units in Blitzkrieg (Mark Rosenberg) Vol. 3, #2 (PBM) 11.

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Time-Saver Tips (W. Mell) Vol. 5, #4 (P) 9.  
 Speed—The Blitz Secret (Michael Flamer) Vol. 5, #4 (P) 10.  
 To the Threshold of Big Red (James Bacon) Vol. 5, #5 (P) 7-8.  
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 Putting BLITZ in your KRIEG (Dave Roberts) Vol. 9, #5 (P) 4-5.  
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 Blitzkrieg Invasion Possibilities (Robert Harmon) Vol. 10, #6 (P) 20.8.

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#### CAESAR'S LEGIONS

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 Order of Battle to Richmond (Joseph Angiolillo) Vol. 12, #6 (H,V,C) 3-14, Insert.  
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Campaign Fredericksburg (Richard Hamblen) Vol. 13, #5 (V,P) 8-11.

#### CIRCUS MAXIMUS

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#### CIVILIZATION

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 TAC Air in D-Day (Robert Burge) Vol. 7, #3 (H) 7.  
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#### D-DAY '77 Edition

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### DIPLOMACY

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 French Tactics in 1914 (Louis Jerkich) Vol. 8, #4 (P) 9.  
 Plan of the Month (Robert Harmon) Vol. 8, #5 (P) 10.  
 German 1914 Assault Tactics (Charles Crow) Vol. 8, #6 (P) 7.  
 Time to Invade Holland (David Kimberly) Vol. 9, #1 (P) 9-10.  
 The Elusive Victory (Charles Crow) Vol. 9, #3 (H,V,P) 8-10.  
 The 1914 Offensive (Rick Biernacki) Vol. 9, #4 (V,P) 10.  
 Assault: A Strategic Decision (John VanDevender) Vol. 9, #6 (P) 7.  
 SERIES REPLAY (Roy Easton) Vol. 10, #3 (SR) 15-17, 11.  
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**OBJECTIVE ATLANTA**

QUESTION BOX (Vol. 17, #5).

**OH-WAH-REE**

Oh-Wah-REE (Rex Martin) Vol. 19, #4 (P) 16-18.  
 CONTEST #110 (Vol. 19, #4) Insert.

**OUTDOOR SURVIVAL**

Gold Rush!! (J. Järvinen) Vol. 10, #6 (V,P) 8.  
 The Hunt (Rick Mathews) Vol. 16, #6 (V,P) 21-22.

**ORIGINS OF WORLD WAR TWO**

Solitary Origins (Lawrence Valencourt) Vol. 8, #5 (V,P) 11.  
 General Diplomacy (Edi Birsan) Vol. 9, #1 (PBM) 4-5.  
 General Diplomacy—II (Edi Birsan) Vol. 9, #2 (PBM) 7-8.  
 Tiger by the Tail Tactics (Marc Scheinberg) Vol. 9, #6 (P) 3.  
 An Origins Trilogy (Pulshipher, Saha, Valencourt) Vol. 10, #3 (V,P) 14.  
 SERIES REPLAY (Barents et al) Vol. 11, #4 (SR) 19-23 [Plus various "mini-articles"].  
 Europe and the Pacific (Mark Saha) Vol. 13, #5 (H) 3-4.  
 Pacific Origins (Dan Zedek) Vol. 13, #5 (V+C+B) 5-7, Insert.  
 Origins of the Third Reich (Robert Ott) Vol. 15, #5 (V,P) 17 [3R].  
 QUESTION BOX (Vol. 8, #6; Vol. 9, #5,6).

**PANZERBLITZ**

Russian Emphasis on Close Assault Tactics (Bill Freeman) Vol. 7, #6 (P) 10.  
 CONTEST #42 (Vol. 7, #6) 13.  
 PanzerBlitz Situation 13 (Tom Oleson) Vol. 8, #1 (V,P) 5.  
 The Organized Wargamer (Randy Reed) Vol. 8, #1 (P) 12.  
 PanzerBlitz MSM (Dennis Mehaffey) Vol. 8, #2 (V,P) 4-5.  
 More PanzerBlitz Variants (Tom Oleson) Vol. 8, #2 (V,P) 5, 12.  
 Airborne PanzerBlitz (Shelby Stanton) Vol. 8, #3 (V,P) 8-9.  
 PanzerBlitz Campaign Situations (Lenard Lakofka) Vol. 8, #4 (V,P) 3-4.  
 PanzerBlitz Concealment (Peter Bradie) Vol. 8, #5 (V,P) 3.  
 a kriegspiel PanzerBlitz (Riley Geary) Vol. 8, #6 (V,P) 8-10.  
 Pincers . . . Another PanzerBlitz Situation (Matthew Buynoski) Vol. 8, #6 (V,P) 5.  
 PanzerBlitz Revisited (George Hopp) Vol. 9, #1 (V,P) 8-9.  
 PanzerBlitz Double Attack (Ian Straus) Vol. 9, #1 (V,P) 11-12.  
 Situation 101 (Roy Easton) Vol. 9, #2 (V,P) 8-9.  
 Situation 207 (Roy Easton) Vol. 9, #3 (V,P) 4-6.  
 Incremental PanzerBlitz (Lavis, Olson, Snellen) Vol. 9, #5 (V,P) 6-7.  
 Experimental PanzerBlitz (Jerry Thomas) Vol. 10, #1 (V,P) 10-11.  
 SERIES REPLAY PREVIEW (Vane, Carus, Reed) Vol. 10, #1 (P) 15-18.  
 PanzerBlitz Revision Upheld (Paul Mills) Vol. 10, #3 (V,P) 20, 22.  
 Blind PanzerBlitz (Ian Straus) Vol. 10, #4 (V,P) 10-11.  
 PanzerBlitz Revisited (Kurt Nordquest) Vol. 10, #6 (V,P) 9.

SERIES REPLAY (Plock, Livermore, Easton) Vol. 11, #1 (SR) 21-27.

CONTEST #61 (Vol. 11, #2) Insert.

The Professional German (Dean Miller) Vol. 11, #2 (P) 27-28.

PanzerNacht (Robert Harmon) Vol. 11, #3 (V,P) 11-12.

Beyond Situation 13 (Robert Harmon) Vol. 11, #4 (V,P) 7-12.

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Another Situation 13: ParaBlitz (Chris Chyba) Vol. 11, #4 (V,C) 17-18.

Experimental PanzerBlitz (Michael Markowitz) Vol. 11, #5 (V,P) 26, 9.

Professional Russian (Carl Hoffman) Vol. 11, #6 (P) 14-15.

Battle for Berlin (Roy Easton) Vol. 12, #1 (V,P) 15 [PL].

SERIES REPLAY (Livermore, Plock, Easton) Vol. 12, #2 (SR) 20-25.  
 DESIGN ANALYSIS—The Fallacy of "PanzerBush" (Robert Harmon) Vol. 12, #2 (D) 25-26 [PL].

Mathematical LOS Determination (Andrew Katsampes) Vol. 12, #3 (V,P) 14-15.  
 3-D PanzerBlitz (Richard Borczak) Vol. 12, #4 (V,P, Miniatures) 13-15.

PanzerBlitz: Hex by Hex (Larry McAneny) Vol. 12, #5 (P) 3-13, 34.  
 Weather [sic] or Not? (Easton & Klusdahl) Vol. 12, #6 (V,P) 16, 21 [PL].

Adding the Luftwaffe (Ken Brenton) Vol. 13, #1 (V,P) 31.

PanzerBlitz, 1941 (Ramiro Cruz) Vol. 13, #3 (V+C) 22-23, 11.

Increasing Infantry Firepower (Norman Beveridge) Vol. 13, #4 (V,P) 31.

Battles in Germany, 1948 (Roy Easton) Vol. 13, #5 (V,P) 31-32 [PL].  
 SERIES REPLAY (Chiang, Bolar) Vol. 13, #6 (SR) 14-17, 21-23 [Errata appears on Letters page of Vol. 14, #3].

PanzerBlitz Mit Das Wetter (Joe Connolly) Vol. 13, #6 (V,P) 30, 28.

1941 PanzerBlitz (William Farone) Vol. 14, #3 (V,P) 30.

PanzerBlitz Situation "X" (Chiang & Oleson) Vol. 15, #4 (V,P) 14-16.

SERIES REPLAY (Plock, Livermore, Chiang) Vol. 16, #1 (SR) 23-27.

SERIES REPLAY (Plock, Livermore, Chiang) Vol. 16, #2 (SR) 17-21. [Cont'd from previous issue].

More Bang Per Buck (Gene Boggess) Vol. 16, #5 (P) 32-34.

Two is Better than One (Andrew Katsampes) Vol. 16, #6 (P) 29, 46.  
 Mobile Panzer Defense (David Rod) Vol. 18, #1 (P) 33-37.  
 Supplement to The Commander's Notebook (John Hunter II) Vol. 20, #3 (P) 21-27.

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**PANZERLEADER**

Battle for Berlin (Roy Easton) Vol. 12, #1 (V,P) 15 [PB].

DESIGN ANALYSIS (Randy Reed) Vol. 12, #1 (D,Q&A) 16-17.  
 DESIGN ANALYSIS—The Fallacy of "PanzerBush" (Robert Harmon) Vol. 12, #2 (D) 25-26 [PB].

PBM—The Hard Way (Foss & Woodfall) Vol. 12, #4 (PBM) 10-12, 26.

The Rest of the Battle: Artillery (Roy Easton) Vol. 12, #4 (P) 28, 24.  
 Weather [sic] or Not? (Easton & Klusdahl) Vol. 12, #6 (V,P) 16, 21 [PB].

SERIES REPLAY (Plock, Livermore, Reed) Vol. 13, #1 (SR) 12-16, 21-22.

Battles in Germany, 1948 (Roy Easton) Vol. 13, #5 (V,P) 31-32 [PB].  
 The Red Ball Express (Elwood Carlson) Vol. 14, #1 (V,P) 30-31.

Abstract PanzerLeader (Robert Chiang) Vol. 14, #6 (V,P) 25-26.  
 PanzerLeader 1940 (Ramiro Cruz) Vol. 15, #2 (V+C) 3-15 Insert.

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 Further Considerations for PanzerLeader 1940 (Richard Bell) Vol. 15, #6 (V,P) 30.

An Overview (Jeffrey Jones) Vol. 16, #3 (P) 3-11.

Sample PBM Sheet (Vol. 16, #3) Insert.

The Evolution of Strategy (David Bieksta) Vol. 17, #5 (P) 17-19, 23.

RALEADER (Oscar Oates) Vol. 20, #2 (V+C) 36-43.

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**RAIL BARON**

Strategy for the Fourth Man (Michael Gray) Vol. 15, #2 (P) 26-28.  
 Short Game & Tow Man Game (Gary Charbonneau) Vol. 16, #5 (V) 35-36.

**RICHTHOFEN'S WAR**

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Archie (Randy Reed) Vol. 10, #4 (V+C) 18-19.

Richthofen's War Errata (—) Vol. 10, #4 (Errata) 19.

Breaking Par (Robert Harmon) Vol. 10, #5 (P) 15-16, 13.

PBM—TDT For Richtofen's War (James Pyle) Vol. 11, #1 (PBM) 11.

Richtofen's War Potpourri (Blasky & Saha) Vol. 11, #3 (P) 25-26, 30.

Richtofen's War Analysis (David Bottger) Vol. 11, #5 (P) 10-12.

A Fun Game (Scott Duncan) Vol. 11, #6 (P) 3-5, 9-11, 30.

A Solitaire Version (Mark Saha) Vol. 11, #6 (V,P) 6-8.

Three More Campaign Games (Al Bisasky) Vol. 11, #6 (V,P) 12-13.

A Closer Look at Richtofen's War (Bill Donoher) Vol. 13, #5 (P) 28.

Unexpected Maneuvers (Michael Turner) Vol. 14, #4 (V+CARDS) 20-22.

Advanced Richtofen's War (David Bottger) Vol. 17, #5 (V,P) 8-11.

Advanced Level Richtofen's War Again (Kenneth Erbey) Vol. 18, #5 (V,P) 32-34.

Rickenbacker's War (Rex Martin) Vol. 19, #3 (V,P) 22-25.

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**RUSSIAN CAMPAIGN**

Initial Impressions of Russian Campaign (Dean Miller) Vol. 13, #3 (P) 7-8, 10-11.

Another Man's View of Russian Campaign (Richard Hamblen) Vol. 13, #3 (P) 9.

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But What If . . . (Richard Hamblen) Vol. 13, #4 (V+C) 28-29.

The Viipuri Defense (Richard Jarvinen) Vol. 13, #6 (P) 10-13.

DESIGN ANALYSIS (Richard Hamblen) Vol. 14, #1 (V,P,Q&A) 13-17, 31.

Barbarossa Repulsed! (Richard Jarvinen) Vol. 14, #3 (P) 16-19.

The Final Line (Richard Jarvinen) Vol. 14, #5 (P) 21-23.

The Road to Berlin (Richard Jarvinen) Vol. 15, #1 (P) 28-30.

Tournament (Strategic) Level Russian Campaign (Tyrone Bomba) Vol. 15, #3 (V,P) 21-23.

"Tournament" Reply (—) Vol. 15, #3 (P) 22.

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SERIES REPLAY (Jarvinen, Beyma, Hamblen) Vol. 16, #4 (SR) 22-31.

Tactical Alternatives in 1941 (Paul Jameson) Vol. 16, #5 (P) 5-18.

Dividing Weather Zones (Tom Oleson) Vol. 17, #3 (V,P) 27-28, 44.

Back to the Viipuri (Richard Jarvinen) Vol. 17, #6 (P) 41-42.

Variant Ten (RCX) (Kurt Blanch) Vol. 18, #5 (V,P) 27-28.

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### 1776

Saratoga (J. Jarvinen) Vol. 11, #5 (P) 17-18.

1776 Operations (Jack Greene) Vol. 11, #6 (P) 26.

1776—A Colonial Overview (Robert Beyma) Vol. 12, #1 (P) 3-10, 12.

DESIGN ANALYSIS—Command Control (Leonard Kanterman) Vol. 12, #4 (V,P) 17-18, 9.

CONTEST #70 (Vol. 12, #5) Insert.

DESIGN ANALYSIS—Practical Matrix (Adam Green) Vol. 12, #5 (P) 23-24.

Occupation as the Key to Victory (Keith Gross) Vol. 13, #1 (P) 23-24.

Winning With the Underdog (Joel Davis) Vol. 13, #1 (P) 29-30.

Just On More Hex . . . Forced March Tables (Richard Jarvinen) Vol. 13, #3 (P) 12.

Game Theory and 1776 (Richard Jarvinen) Vol. 13, #5 (P) 29-30.

Patience in 1776 (Edward Caswell) Vol. 14, #4 (P) 31.

1776 Thesis, Part I (Jonathan Lockwood) Vol. 16, #1 (P) 28-29.

1776 Thesis, Part II (Jonathan Lockwood) Vol. 16, #2 (P) 24-25.

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Lincoln's Southern Campaign (Jim Lawler) Vol. 19, #3 (V,P) 34-35.

Montcalm and Wolfe (Fred Sassin) Vol. 20, #3 (V,P) 28-30.

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### SOURCE OF THE NILE

Native Policy in Source of the Nile (Michael Anchors) Vol. 18, #6 (P) 31-33.

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### SQUAD LEADER

A Squad Leader Preview (John Hill) Vol. 14, #2 (P) 31-34.

The Evolution of Small Unit Tactics (John Hill) Vol. 14, #5 (H) 3-6.

Squad Leader First Impressions (Bob Medrow) Vol. 14, #5 (P) 7-14.

DESIGN ANALYSIS (Greenwood, Hill, Hock) Vol. 14, #5 (D) 14-16.

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Squad Leader Simultaneous Movement (Mike Chiappinelli) Vol. 15, #3 (V,P) 27.

Squad Leader Play-by-Mail (Bill Farone) Vol. 15, #4 (PBM) 19.

True Line of Sight (Robert Corbett) Vol. 15, #5 (V,P) 26-27.

An Alternate Movement System (Courtney Allen) Vol. 17, #5 (V,P) 12-14, 23.

Getting the Lead Out (Steve Powlesland) Vol. 17, #6 (Humor) 21-22.

Squad Leader Clinic: The Advance Phase (Bruce Degi) Vol. 17, #6 (P) 30-32.

Squad Leader Clinic: Discussion Panel (Bill Nightingale) Vol. 18, #1 (P) 20-23.

Squad Leader Clinic: Bunkers (Jon Mishcon) Vol. 18, #2 (P) 40-41.

Squad Leader Clinic: Minefield and Booby Traps (Jon Mishcon) Vol. 18, #3 (P) 28-29.

Squad Leader Survey (Suchar, Suchar) Vol. 18, #4 (Survey) 16-18.

Squad Leader Clinic: Wire (Jon Mishcon) Vol. 18, #4 (P) 30-31.

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Squad Leader Clinic: Entrenchments (Jon Mishcon) Vol. 18, #5 (P) 38-39.

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Getting It All Together (Robert Medrow) Vol. 20, #4 (D) 23-26.

Squad Leader Clinic: Concentration of Force (Jon Mishcon) Vol. 20, #4 (P) 39-40.

Squad Leader Clinic: Have Your Own Scenario Published (Jon Mishcon) Vol. 20, #6 (P) 40-43.

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### STALINGRAD

Plan Lenin . . . (Carl Knabe) Vol. 1, #3 (P) 4, 7.

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Operation Barbarossa (Daniel Hughes) Vol. 1, #3 (V,P) 7.

Sage Sarge Sez: Stalingrad—Win With Either Side (Louis Zocchi) Vol. 1, #3 (P) 8, 11.

. . . Stalingrad Reworked (Victor Madeja) Vol. 1, #5 (V,P) 3.

Stalingrad Re-played (—) Vol. 1, #6 (P) 2-4.

Stalingrad (Victor Madeja) Vol. 1, #6 (V,P) 8-9.

A Critique: Stalingrad Re-played (—) Vol. 2, #1 (P) 1-2.

Play-by-Mail Grid Coordinates (—) Vol. 2, #1 (PBM) 10.

New Stalingrad (J. Norris) Vol. 2, #1 (V,P) 10.

Best Stalingrad Defense Ever (Ron Bullis) Vol. 2, #2 (P) 10-12.

Perfect Russian Placement (Scott Geller) Vol. 2, #3 (P) 9-10.

Attack and Expectations (Laurence Plum) Vol. 2, #4 (P) 2.

Invitation to Disaster (William Creamer) Vol. 2, #4 (P) 10.

The Perfect Russian Placement Criticized (Raymond Utz) Vol. 2, #4 (P) 10.

Hints for Stalingrad (—) Vol. 2, #5 (P) 5.

How to Exploit Russian Errors in Stalingrad (Richard Shagrin) Vol. 2, #5 (P) 5-6.

Stalingrad Over Simplified (Terrence Zuber) Vol. 2, #5 (P) 10-11.

In Defense of Finland (Carl Knabe) Vol. 2, #6 (P) 3.

Stalingrad—Tournament Game (Dick Westlund) Vol. 2, #6 (V,P) 3-4.

German Chances in Stalingrad (Knabe & Cormier) Vol. 3, #1 (P) 8-9.

Moscow at 3 to 1 (Jack Donovan) Vol. 3, #2 (P) 10.

Success in Stalingrad (Richard Shalvoy) Vol. 3, #3 (P) 10-11.

Russian Front—1941 (Barry Jackson) Vol. 3, #4 (H) 11.

Counterattack or Withdraw (Stewart Grossman) Vol. 3, #5 (P) 6.

The True Worth of Stalingrad (J. Norris) Vol. 3, #5 (P) 2-3.

An Amazing Stalingrad Tactic (Richard Shagrin) Vol. 3, #5 (P) 4.

Stalingrad—Super Tournament Game (James Stein) Vol. 3, #5 (V,P) 9-10.

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The Forgotten Attack (Robert Shalvoy) Vol. 4, #1 (P) 14.

Son of General von Blunder (James Stein) Vol. 4, #2 (Humor) 6.

Rejuvenated Stalingrad (Norman Zinkhan) Vol. 4, #2 (V,P) 12.

Speedy Stalingrad (Whinhan & Hunt) Vol. 4, #4 (P) 11.

Bring Ivan to His Knees (Ted Harpham) Vol. 4, #6 (P) 7-8.

Yes, A German Victory in Stalingrad (Ron Salcedo) Vol. 15, #3 (P) 10-11.

All It Takes is Efficient Planning . . . (Emmet Dowling) Vol. 5, #4 (P) 7.

The Goldwasser Test—A New Dimension for Stalingrad (Naomi Goldwasser) Vol. 5, #5 (V,P) 10-11.

The Mathematics of the CRT (William Gilbert) Vol. 6, #1 (V,P) 10.

The Mathematics of the CRT—II (William Gilbert) Vol. 6, #2 (V,P) 8.

Quality vs. Quantity (William Searight) Vol. 6, #3 (P) 6.

Barbarossa (Thomas Fowler) Vol. 6, #3 (V,P) 7.

Strategic Breakthrough—Strategic Paralysis (Mark Lowenthal) Vol. 6, #5 (P) 8-9.

Tactics of Defense (Thomas Fowler) Vol. 6, #5 (P) 10.

19(4)14?? (William Searight) Vol. 6, #6 (H,P) 3.

Realism and Play-balance (John Ellsworth) Vol. 7, #2 (V,P) 6.

Squad Leader With a Purpose (E. Henderson) Vol. 7, #3 (H,P) 12.

Fabian Stalingrad (Mark Morss) Vol. 7, #4 (P) 7.

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What! Another Stalingrad Variant? (Daniel Kronemyer) Vol. 8, #2 (V,P) 10-11.

Stalingrad Breakthrough (Lawrence Valencourt) Vol. 8, #3 (V,P) 9.

Urals Before 1942 (William Searight) Vol. 8, #6 (P) 4-5.

Stalingrad—The Middle Game (George Phillips) Vol. 8, #6 (P) 6-7.

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Assault from the South: Stalingrad (Rick Moyer) Vol. 9, #5 (P) 10-12.

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The Invasion of Russia (Saha, Irwin) Vol. 11, #2 (H) 3-9.

Defense in Stalingrad (Mark Irwin) Vol. 11, #2 (P) 9-13.

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Starting Stalingrad in 1942 (Joseph Connolly) Vol. 12, #4 (V+C) 6-9, Insert.

Stalingrad Scenario Strategy (George Phillips) Vol. 12, #6 (V,P) 15.

Stalingrad: The Finnish Front (Mark Saha) Vol. 13, #3 (V,P) 30.

Taking the Offense in Stalingrad (Joseph Angiolillo) Vol. 13, #4 (P) 12-14.

SERIES REPLAY (Baruth, Angiolillo, Bakulski) Vol. 4, #3 (SR) 24-27.

SERIES REPLAY (Baruth, Angiolillo, Bakulski) Vol. 14, #4 (SR) 23-27. [Cont'd from previous issue].

Stalingrad—Revised and Revised (Louis Coatney) Vol. 15, #2 (V,P) 16-19.

Once More, Into the Rubble—Of Stalingrad! (Louis Coatney) Vol. 17, #5 (V,P) 15-16.

The Russian View (Joseph Angiolillo) Vol. 17, #6 (P) 5-14.

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Solitaire Troopers (Jay Reese) Vol. 13, #6 (V,P) 5.

Starship Troopers Expansion (David Fram) Vol. 13, #6 (V,P) 6.

Saga of the Bug War (Richard Hamblen) Vol. 13, #6 (V+C) 8-9, 19.

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Blood & Guts Starship Troopers (Vern Paxton) Vol. 16, #5 (P) 24-28.

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A PBM System for Starship Troopers (Doug Lientz) Vol. 20, #4 (PBM) 12-13.

Alone Against the Bugs (Rick Mathews) Vol. 20, #4 (V,P) 21-22.

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Playing Both Sides of the Elba (Steven McHenry) Vol. 19, #5 (P) 4-11, 14.

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## MEET THE FIFTY

**Index Key:** Order of Appearance—Name (Volume:Number)

The first listing of the top players in the AREA system appeared in Vol. 13, No. 1 of *The GENERAL*, in which the ten best were announced. With phenomenal growth of the AREA and play-by-mail gaming, the regular listing has grown to encompass fifty with the best ratings for games completed and reported to the AREA Technician. Feeling that these fine players deserved some recognition, in Vol. 18, No. 4, Don Greenwood instituted an addenda to the listing giving biographical information on one of the members of that elite. Further, they were allowed a brief space to make their views on some aspect of the wargaming hobby public. With the ever shifting composition of the "Top Fifty", it's expected that this feature will continue for some time—especially since it has proved of interest to so many among the readership.

- Bruce Downing (18:4)
- Fred Ornstein (18:5)
- Bruno Sinigaglio (18:6)
- Don Robert Munsell (19:1)
- Dale Garbutt (19:2)
- Robert Rowley (19:3)
- William B. Scott (19:4)
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- Tad Urbanowicz (Polish wargaming) 19:6 (45).
- William Bowers (praise of mapboards) 20:1 (45).
- John Alset (criticism of *General*) 20:1 (45).
- Dale Sheaffer (query on illustration) 20:1 (45).
- Patrick Carroll (solitaire gaming) 20:2 (45).
- Neil Randall (solitaire gaming) 20:2 (45).
- Russell Killebrew (realism vs. playability) 20:3 (45).
- Dave Sindel (departure of Alan Moon) 20:4 (45).
- Dennis Showman (reply to Alset) 20:4 (45).
- Mark Werlane (concern over AH expansion) 20:5 (45).
- Mark Paul (defense of hobby) 20:5 (45).
- Martin Williams (attack on hobby) 20:5 (45).
- William Owens (Add & Corr, "Historian's Guide to AH Wargames 19:6) 20:6 (45).
- Robert Beyma (GENERAL coverage) 20:6 (45).

## BUYER'S GUIDE

**Index Key:** Order in which Reviewed—Title (Volume:Number)

The Readers Buyer's Guide made its first appearance in Vol. 9, No. 4 of The *GENERAL* and has been a regular feature ever since. Originally conceived as an objective review mechanism by which the readership could make their own rankings of our newest games without doubting the credibility of a magazine which reviewed its own company's products, the Readers Buyer's Guide has gained considerable acceptance over the past decade as a unique game rating system. With recent re-evaluation of the rankings, it strives to provide the most objective ranking for potential buyers that can be had in the industry. Regular updates of the rankings by the readership every five years should maintain this objectivity and usefulness. Note that the RBG was absent from the pages of The *GENERAL* in Vol. 19, No. 6 and Vol. 20, No. 1 during revision.

1. France 1940 (9:4)
2. Panzerblitz (9:5)
3. Luftwaffe (9:6)
4. 1914 (10:1)
5. Stalingrad (10:2)
6. Richthofen's War (10:3)
7. Battle of the Bulge (10:4)
8. Midway (10:5)
9. D-Day '65 Edition (10:6)
10. Afrika Korps (11:1)
11. Gettysburg '64 Edition (11:2)
12. 1776 (11:3)
13. Waterloo (11:4)
14. Kriegspiel (11:5)
15. Panzer Leader (11:6)
16. Third Reich (12:1)
17. Chancellorsville (12:2)
18. Anzio '74 Edition (12:3)
19. Alexander the Great (12:4)
20. Blitzkrieg '75 Edition (12:5)
21. Tobruk (12:6)
22. Wooden Ships & Iron Men (13:1)
23. Caesar's Legions (13:2)
24. Kingmaker (13:3)
25. The Russian Campaign (13:4)
26. Diplomacy (13:5)
27. Starship Troopers (13:6)
28. Caesar (14:1)
29. War at Sea (14:2)
30. Arab Israeli Wars (14:3)
31. Victory In The Pacific (14:4)
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33. D-Day '77 Edition (14:6)
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36. Submarine (15:3)
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39. Cross of Iron (15:6)
40. Rail Baron (16:1)
41. Bismarck (16:3)
42. Magic Realm (16:4)
43. Dune (16:6)
44. War & Peace (17:1)
45. Crescendo of Doom (17:2)
46. Wizard's Quest (17:3)
47. Fortress Europa (17:4)
48. Circus Maximus (17:5)
49. The Longest Day (17:6)
50. Fury in the West (18:1)
51. Air Force (18:2)
52. Guns of August (18:3)
53. Gladiator (18:4)
54. Third Reich '81 Edition (18:5)
55. Flat Top (18:6)
56. Storm Over Arnhem (19:1)
57. Battle of the Bulge '81 Edition (19:2)
58. Gunslinger (19:3)
59. Civilization (19:4)
60. Struggle of Nations (19:5)
61. Naval War (20:2)
62. Frederick the Great (20:3)
63. Mystic Wood (20:4)
64. Bull Run (20:5)
65. B-17, Queen of the Skies (20:6)

## AUTHORS

**Index Key:** Author Name: (Game — Volume: Number)

Without a doubt, it is the efforts of the many readers and gamers who annually submit articles that gives The *GENERAL* life. A quick perusal of the index will reveal some interesting, even astonishing, names. Virtually every noted designer, developer and hobby figure has seen his name in print in these pages. Al Nofi, a veteran game designer for a number of companies, authored no less than four articles—the first of which appeared as early as Vol. 1, No. 6. The E. Gary Gygax byline which appears five times in this index is that of the cobbler turned multi-millionaire who made his fortune with *DUNGEONS & DRAGONS*. His erstwhile partner, Dave Arneson, also authored a piece on the original *BATTLE OF THE BULGE* back in Vol. 2, No. 3. And, there's James Dunnigan, still undisputed leader of wargame designers in terms of simple numbers of games published. The reader can find in our pages articles by such notables as Chris Wagner, Richard Berg, Edi Birsan, Scotty Bowden, Dana Lombardy. This author's index reads like a veritable *Who's Who* of wargaming. All grew and flexed their creative wit with The *GENERAL*, just as the next generation of gamers continues to do. The readers should note that the authors of neither Series Replays nor Design Analyses are included.

The listings below indicate the games upon which the author has published, as well as the issue in which the article appeared. Note that, in the case of multiple articles upon the same game appearing in the same issue by the same author, only one listing is made. For those readers unfamiliar with the abbreviations of the game titles in common usage, a complete list follows:

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 Angiolillo, Joseph: (BB — 12:2) (CH'74 — 12:6) (STAL — 13:4, 17:6)  
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AF — Air Force, AIW — Arab-Israeli Wars, AK — Afrika Korps, AL — Alexander, AOC — Air Assault on Crete, AW — Amoeba Wars, AZ — Anzio, BB — Battle of the Bulge, BIS — Bismarck, BL — Blitzkrieg, BR — Bull Run, CAE — Caesar Alesia, CH — Chancellorsville, CIV — Civilization, CL — Caesar's Legions, CM — Circus Maximus, COD — Crescendo of Doom, COI — Cross of Iron, CON — Conquistador, DD — D-Day, DIP — Diplomacy, DL — Dauntless, DWTK — Down With the King, FE — Fortress Europa, FITG — Freedom in the Galaxy, FITW — Fury in the West, FR — France 1940, FRED — Frederick the Great, FT — Flat Top, GE — Gettysburg, GI — G.I. Anvil of Victory, GL — Gladiator, GOA — Guns of August, GSL — Gun-slinger, GUAD — Guadalcanal, JU — Jutland, KM — Kingmaker, KS — Kriegspiel, LM — LeMans, LRH — Legend of Robin Hood, LRT — Little Round Top, LW — Luftwaffe, MD — Midway, MR — Magic Realm, NAV — Naval War, NP — Napoleon, OR — Origins of WW2, OS — Outdoor Survival, OWR — Oh-Wah-ree, PB — Panzerblitz, PL — Panzer Leader, RB — Rail Baron, RW — Richthofen's War, SL — Squad Leader, SOA — Storm Over Arnhem, SON — Struggle of Nations, SOTN — Source of the Nile, SST — Starship Troopers, STAL — Stalingrad, SUB — Submarine, TAC — Tactics/Tactics II, TB — Tobruk, TLD — The Longest Day, TR — Trireme, TRC — The Russian Campaign, TT — Titan, UB — U-Boat, VITP — Victory in the Pacific, W&P — War and Peace, WAS — War at Sea, WAT — Waterloo, WQ — Wizard's Quest, WSIM — Wooden Ships & Iron Men, 3R — Third Reich.

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 Davidson, Allen: (GUAD — 7:2)  
 Davis, Frank: (Misc — 18:1)  
 Davis, Glenn: (BB — 7:4)  
 Davis, Jim: (VITP — 18:6) (WAS — 17:5)  
 Davis, Joel: (CL — 13:1) (GUAD — 10:6) (1776 — 13:1)  
 Davis, Kirby: (DUNE — 18:5)  
 Davis, Woody: (Misc — 16:1)  
 Dayton, Gary & Sandy: (CAE — 14:1)  
 Degi, Bruce: (MR — 17:1) (SL — 17:6) (WQ — 17:4)  
 Devine, Dennis Jr.: (FE — 20:6)  
 Dewitt, Omar: (AK — 11:5)  
 Dieli, Robert: (GUAD — 3:3)  
 Dingeman, James: (Misc — 2:1)  
 Donehoo, Doyle: (Misc — 3:3)  
 Donoher, Bill: (RW — 13:5)  
 Donovan, Jack: (MD — 2:5) (STAL — 3:2)  
 Dotson, John: (BL — 3:3) (DD — 3:2) (GUAD — 3:2) (JU — 5:6)  
 Dotson, Mark: (NAV — 19:6)  
 Dowling, Emmet: (STAL — 5:4)  
 Drayner, David: (GUAD — 7:2)  
 Drewek, Don: (DD — 2:4)  
 Duke, Kevin: (WAS — 16:3)  
 Dumdei, Mark: (GE — 3:5) (MD — 16:3)  
 Duncan, Scott: (LW — 10:2) (RW — 11:6) (Misc — 2:6, 3:1)  
 Dunnigan, James: (BB — 2:4, 2:6) (JU — 4:3, 4:4)  
 Duvall, Brooke: (AK — 4:5) (1914 — 5:4)  
 Dziatko, Gary: (BL — 3:2)

**E**

Easton, Roy: (PB — 9:2, 9:3, 12:1, 12:6, 13:5) (PL — 12:1, 12:4, 12:6, 13:5)  
 Eberle, Bill: (DUNE — 16:6)  
 Eisner, Don: (AOC — 18:4) (FE — 17:4)  
 Eliason, Jim: (FE — 18:4)  
 Eller, Tom: (WAT — 3:2)  
 Ellsworth, John: (GUAD — 7:2) (STAL — 7:2)  
 Engebretson, Andrew: (1914 — 5:3)  
 Epperson, Jim: (AK — 3:1)  
 Erbey, Kenneth: (LW — 18:4) (RW — 18:5)  
 Eschweiler, James: (Misc — 4:3)

**F**

Fabrizio, Anthony: (LW — 8:5)  
 Farone, William: (PB — 14:3) (SL — 15:4) (Misc — 16:3)  
 Fauber, R.E.: (BB — 8:6) (Misc — 8:4)  
 Fawcett, Bill: (WQ — 19:4)  
 Fellows, Ralph: (DD — 3:1)  
 Files, Alvin: (GE — 5:2)  
 Finch, John: (AK — 2:2)  
 Flamer, Michael: (BL — 5:4)  
 Fogg, Frank: (1914 — 8:1)  
 Foos, Richard: (PL — 12:4)  
 Fowler, Roger: (BL — 5:1)  
 Fowler, Thomas: (STAL — 6:3, 6:5)  
 Fram, Dan: (TB — 16:3)  
 Fram, David: (SST — 13:6)  
 Frankwicz, Mike: (Misc — 3:1, 3:2, 3:4, 3:5, 3:6, 4:2, 4:5)  
 Freeman, Bill: (PB — 7:6)  
 Freeman, Ray: (WAS — 18:4)  
 Frost, Bob: (BB — 5:6)

**G**

Gale, Henry: (BL — 7:3)  
 Garbisch, Robert: (AK — 10:4) (BL — 3:1) (DD — 11:1) (STAL — 9:2)  
 Gasser, David: (TAC — 3:1)

Geary, Riley: (PB — 8:6) (WAT — 12:6)  
 Geller, Scott: (STAL — 2:3)  
 Gervol, Victor: (MD — 2:4) (Misc — 4:1, 4:6)  
 Gilberson, Richard: (BB — 4:4) (GUAD — 4:1 4:3) (JU — 5:2, 5:3, 5:4) (Misc — 6:2, 6:4)  
 Gilbert, William: (STAL — 6:1, 6:2) (Misc — 2:6, 6:4, 6:5, 7:1)  
 Gilliatt, Stephen: (GE — 4:5)  
 Gilman, Don: (FT — 18:6)  
 Gniadek, Mitch: (GE — 8:2)  
 Goldwasser, Naomi: (STAL — 5:5) (WAT — 6:1, 6:2) (Misc — 6:4)  
 Gopin, Alan: (CM — 19:4) (GL — 19:4)  
 Gordon, James: (AIW — 18:2)  
 Gordon, John: (BL — 9:3)  
 Gore, Ernest: (Misc — 9:1)  
 Gray, Michael: (RB — 15:2)  
 Gray, Monte: (MD — 9:3)  
 Green, Walter: (BIS — 1:6, 2:1) (MD — 1:5) (UB — 1:3, 1:4) (Misc — 4:3)  
 Greene, Jack: (1776 — 11:6)  
 Greene, Leonard: (GE — 3:3)  
 Greenwood, Donald: (BB — 2:6) (BL — 12:2) (CL — 13:5) (CM — 19:4) (DD — 11:1) (GI — 20:1) (GL — 18:4) (MD — 10:4) (SOA — 19:1) (WAT — 2:5) (Misc — 3:3, 3:6, 7:4, 11:1, 17:5, 18:4)  
 Greer, Tom: (Misc — 18:1)  
 Griffin, S.C.: (BL — 7:2)  
 Grimmett, Steve: (GE — 6:3) (TAC — 6:1)  
 Griner, Terry: (TAC — 3:3)  
 Gross, Keith: (BIS — 10:1) (1776 — 13:1)  
 Grossman, Stewart: (STAL — 3:5) (Misc — 3:5)  
 Guest, Fred: (Misc — 4:1)  
 Guida, Richard: (Misc — 11:1)  
 Gutenkunst, Richard: (AK — 18:2) (MD — 3:4, 3:5)  
 Gygax, Gary: (AZ — 6:3) (DD — 10:1) (GE — 6:1) (STAL — 11:4) (Misc — 5:6)

**H**

Hablanian, David: (3R'81 — 18:5)  
 Hable, Dave: (SUB — 16:5)  
 Haggart, Bill: (JU — 4:6)  
 Hald, Alan: (Misc — 11:5)  
 Hales, James: (DD — 3:2)  
 Hall, Stephen: (CIV — 19:4)  
 Hallet, Doug: (MD — 5:6)  
 Hallwig, Brad: (BL — 3:5)  
 Hamblen, Richard: (CH'74 — 13:5) (BR — 20:5) (FE — 17:4) (GE'77 — 15:1) (GSL — 19:3) (MR — 16:4) (TRC — 13:3, 13:4) (SST — 13:6) (VITP — 14:4, 17:3, 18:6) (WAS — 13:3, 14:4)  
 Hammons, Dave: (Misc — 4:3)  
 Harlem, Peter: (MD — 2:6)  
 Harmon, Robert: (BL — 10:6, 19:6) (FITW — 18:1) (KM — 13:1) (LW — 10:4, 13:1) (MD — 10:3, 18:6) (1914 — 8:5) (PB — 11:3, 11:4) (RW — 10:5) (WAT — 9:4, 9:5, 9:6, 10:1) (WSIM — 13:2) (Misc — 18:6)  
 Harpham, Ted: (BB — 3:4) (STAL — 4:6)  
 Harris, Glen: (BB — 5:4)  
 Harvey, Chris: (BL — 3:3)  
 Hathaway, John: (WAT — 8:2)  
 Haythornthwaite, A.: (AW — 20:4)  
 Hazlett, Tom: (AK — 8:3, 11:3) (AL — 12:4) (BL — 3:5)  
 Hegelman, Rich: (COI — 17:1)  
 Helie, Wayne: (GOA — 18:3)  
 Heller, Randy: (BB — 7:3)  
 Henry, John: (LW — 9:1)  
 Henderson, E.D.: (STAL — 7:3) (TAC — 6:4) (Misc — 6:6)  
 Hendrick, Arnold: (SST — 15:1)  
 Hendrix, Grady: (VITP — 17:6)  
 Hill, John: (SL — 14:2, 14:5)  
 Hill, Richard: (Misc — 4:3)  
 Hilton, Thomas: (CAE — 14:1) (CL — 13:3) (CH'74 — 12:1) (WAT — 13:1) (Misc — 12:4)  
 Hoch, Charles: (Misc — 5:1, 5:2)  
 Hock, Hal: (TB — 13:4, 19:1)  
 Hodin, Earl: (MD — 3:1)  
 Hoffbauer, Dan: (Misc — 11:1)  
 Hoffman, Carl: (PB — 11:6)  
 Hoffman, Ken: (DD — 2:1) (GUAD — 3:3) (LM — 2:2, 3:4) (UB — 2:4) (WAT — 3:2)  
 Holsinger, Tom: (BL — 2:6)  
 Hopp, George: (AZ — 6:5) (PB — 9:1)  
 Hosler, Raymond: (WAT — 7:5, 7:6)  
 Hubbard, Thomas: (DD'77 — 16:1)  
 Hughes, Daniel: (STAL — 1:3) (WAT — 1:6) (Misc — 1:4, 1:5)  
 Hunt, Paul: (BL — 4:3) (STAL — 4:4) (Misc — 4:5)  
 Hunter, John II: (PB — 20:3)

**I**

Irwin, Mark: (STAL — 11:2)

**J**

Jackson, Barry: (STAL — 3:4) (Misc — 2:6)  
 Jameson, Paul: (TRC — 16:5)  
 Jarvinen, Rick: (OS — 10:6) (TRC — 13:6, 14:3, 14:5, 15:1, 17:6) (1776 — 11:5, 13:3, 13:5)  
 Jerkich, Louis: (1914 — 8:3, 8:4)  
 Jersey, Warren: (LW — 8:1)  
 Johnson, Jared: (AK — 2:4) (BIS — 2:5, 3:4) (LM — 2:2) (MD 4:3) (UB — 2:3) (Misc — 2:6, 3:5, 4:1, 4:2, 4:5, 5:2, 5:3, 5:4, 5:6, 6:1, 6:2)  
 Johnson, Ray: (GUAD — 4:6) (1914 — 5:2)  
 Jones, Jeffery: (PL — 16:3)  
 Joseph, Jack: (GE'77 — 15:1)

**K**

Katsampes, Andrew: (PB — 12:3, 16:6)  
 Kiczek, Peter: (Misc — 20:3)  
 Kidwell, Mike: (Misc — 3:4)  
 Kimball, Kurt: (VITP — 15:6) (WAS — 15:6)  
 Kimberly, David: (BB — 5:5, 5:6) (1914 — 9:1)  
 Kittredge, Jack: (DUNE — 16:6)  
 Kluksdahl, Norman: (PB — 12:6)  
 Knabe, Carl: (AL — 1:4) (BL — 2:5) (DD — 1:1, 1:2, 3:5) (MD — 2:3) (1914 — 5:2) (STAL — 1:3, 2:6, 3:1) (Misc — 1:5)  
 Koerper, Greg: (Misc — 4:2)  
 Kohn, Michael: (BL — 3:2)  
 Konerman, Leonard: (BL — 6:3)  
 Koos, Bob: (BB — 5:6)  
 Kosnett, Phil: (FR — 13:3) (SST — 13:6)  
 Kronemeyer, Daniel: (STAL — 8:2)  
 Kruger, Fred: (BL — 3:5)  
 Kruger, Hans: (DD — 4:2) (GUAD — 3:6)  
 Kuntz, Rob: (DD — 10:1)

**L**

LaBeau, Mike: (KM — 17:5)  
 LaFarge, Thomas: (Misc — 1:4, 1:5, 1:6)  
 Lakota, Leonard: (PB — 8:4) (Misc — 8:1)  
 Lambert, Richard: (STAL — 9:3)  
 Lasky, Lee: (W&P — 18:1)  
 Lavis, Andy: (PB — 9:5)  
 Lawler, Jim: (1776 — 19:3)  
 Lazarin, Michael: (WAT — 3:6)  
 Leach, M. W.: (Misc — 4:4)  
 Leal, Tony: (Misc — 3:2, 3:3)  
 Lee, Daniel: (AK — 5:6) (AZ — 8:1)  
 Leith, Martin: (GE — 1:4) (Misc — 1:3)  
 Lewis, Stephen: (JU — 7:5)  
 Libby, Brian: (BB — 3:3)  
 Lientz, Doug: (SST — 20:4)  
 Lientz, Gerald: (TT — 20:2)  
 Lindros, John: (BB — 4:4)  
 Lininger, Ronald: (TAC — 1:6)  
 List, Steve: (BL — 3:3) (Misc — 6:4, 6:6, 16:5)  
 Lockwood, Jon: (AK — 12:5, 17:3) (DD — 9:4) (1776 — 16:1, 16:2, 16:3)  
 Lombardy, Dana: (Misc — 4:2)  
 Long, Jimmie: (SST — 17:4) (Misc — 13:4)  
 Lowenthal, Mark: (1914 — 6:4) (STAL — 6:5)  
 Lowry, Don: (BB — 7:6, 8:1)  
 Lutz, James: (GOA — 20:2) (VITP — 18:2, 19:6)

**M**

Macek, Albert: (Misc — 4:4, 4:5)  
 Madeja, Victor: (AK — 1:2, 1:3) (DD — 1:3, 1:5) (MD — 1:5) (STAL — 1:5, 1:6) (TAC — 1:5) (WAT — 1:3) (Misc — 1:4)  
 Maisen, Charles: (SST — 15:6)  
 Markowitz, Michael: (PB — 11:5) (STAL — 12:1)  
 Marshall, Chris: (FR — 9:3)  
 Marshall, Ralph: (LW — 20:6)  
 Martin, David: (LRT — 19:3)  
 Martin, Jeff: (BB — 2:6)  
 Martin, Rex: (B-17 — 20:6) (BR — 20:5) (FITG — 20:4) (LRH — 20:2) (OWR — 19:4) (RW — 19:3) (SL — 20:2) (TR — 19:4)  
 Massey, Marshall: (Misc — 3:3, 3:6)  
 Mathews, Lee: (AK — 5:4) (Misc — 5:2)  
 Mathews, Rick: (GE'77 — 19:3) (OS — 16:6) (SST — 20:4) (TB — 18:5)  
 Matson, Michael: (LW — 17:1) (Misc — 8:1)  
 Mattson, David: (Misc — 6:6)  
 Mazurkiewicz, Ronald: (Misc — 12:1)  
 McAllister, Jason: (TT — 20:2)  
 McAneney, Larry: (PB — 12:5)  
 McBrearty, Paul: (GE — 8:4)  
 McCullan, Will: (KM — 14:2)  
 McDaniel, Gerald: (GOA — 20:6)  
 McGuire, Michael: (BB — 11:3) (TAC — 12:1)  
 McHenry, Steven: (SON — 19:5)  
 McLaren, Bill: (SST — 15:5)  
 McLaughlin, Mark: (AOC — 15:3) (3R — 17:3) (W&P — 17:1, 18:4, 19:5, 20:2)  
 McLean, James: (GE'77 — 15:1, 20:5)  
 McLeish, Stewart: (Misc — 4:6)  
 McNamara, Robert: (COI — 15:6) (GI — 20:1)  
 Meagher, Chris: (AK — 3:4) (MD — 5:5)  
 Mechow, Bob: (SL — 14:5, 20:4)  
 Medrow, Robert: (COD — 17:2) (COI — 15:6) (GI — 20:1) (GL — 18:4)  
 Mehaffey, Dennis: (PB — 8:2)  
 Meldrum, James: (B-17 — 20:6)  
 Mell, W.E.: (BL — 5:4)  
 Menconi, Peter: (BL — 6:2)  
 Menyhart, Louis: (DD — 6:4)  
 Merritt, Michael: (GSL — 20:5) (SUB — 19:6)  
 Meyer, David: (CL — 14:6, 17:6, 18:5)  
 Michalski, John: (MD — 3:3) (Misc — 4:1)  
 Milbert, Dennis: (LW — 8:3)  
 Miller, Dean: (FR — 11:5) (JU — 9:6, 12:3) (LW — 14:1) (PB — 11:2) (TRC — 13:3) (3R — 12:4)  
 Miller, Waldo: (WAT — 3:1)  
 Milligan, Bruce: (Misc — 18:1)  
 Mills, Ken: (BB — 5:6)  
 Mills, Paul: (PB — 10:3)  
 Misch, James: (BIS — 4:3)  
 Mishcon, Jon: (COD — 17:3) (COI — 16:4) (GI — 20:1) (SL — 18:2, 18:3, 18:4, 18:5, 19:5, 19:6, 20:4, 20:6)  
 Mitchell, Michael: (BB — 3:2)

Mohrman, Edwin: (Misc—3:5)

Monson, Alan: (WAT—4:6)

Moon, Alan: (BIS'79—16:2) (CM—17:5) (FT—18:6) (FE—17:4) (MD—15:5) (NP—16:1, 17:4) (VITP—17:4) (Misc—15:5, 16:1, 16:2, 16:3, 16:4, 16:6, 17:1, 17:2, 17:3, 17:4, 17:5, 17:6, 18:1, 18:2, 18:4, 19:3)

Morss, Mark: (STAL—7:4)

Moulton, Kevin: (WSIM—20:5)

Moyer, Richard: (STAL—12:2, 9:5)

Mrotek, Dan: (WAT—4:6)

Mustafa, Sam: (WAT—19:5)

## N

Nelson, Carl: (MD—4:5)

Newman, Bill: (CM—19:4) (GL—19:4)

Nichols, Richard: (GUAD—5:1, 5:4) (Misc—6:5)

Nicholson, Marc: (BB—2:2) (WAT—2:1) (Misc—2:3, 2:4)

Nightingale, Bill: (SL—18:1, 19:3, 19:4) (3R—17:1) (3R'81—18:5, 19:2)

Nixon, Mark: (GI—20:1) (Misc—19:3)

Nofi, Albert: (AK—1:6) (WAT—2:2) (Misc—8:5)

Nordlund, Jeff: (3R—14:4)

Nordquest, Kurt: (JU—11:4) (PB—10:6)

Norris, J.K.: (STAL—2:1, 3:5)

Noyes, Pierre: (JU—4:5)

## O

Oates, Oscar: (PL—20:2)

Obolensky, Michael: (DD—3:6)

O'Connor, Edward: (VITP—17:6)

Olie, David: (SON—19:5)

Oleson, Manuela: (Misc—12:4)

Oleson, Tom: (AZ—10:5, 16:1, 16:6) (FR—10:3) (PB—8:1, 8:2, 15:4) (TRC—17:3) (Misc—11:1, 11:4, 16:6)

Olotka, Peter: (DUNE—16:6)

Olson, Robert: (AK—5:5) (BL—2:5) (DD—1:1, 3:5) (MD—2:2) (WAT—5:1)

Olson, Tom: (PB—9:5)

O'Neil, Vincent: (1776—17:4)

O'Neill, George: (Misc—16:3, 17:1, 18:1)

Ott, Robert: (OR—15:5) (3R—15:5)

Owens, Seth: (Misc—19:6)

## P

Packwood, Stephen: (AK—15:5)

Palmer, Nicky: (FITG—20:4) (Misc—14:5)

Paluszek, Michael: (Misc—5:1, 5:4, 6:5)

Parenteau, Roland: (WSIM—15:4)

Parsons, Bill: (W&P—18:4, 19:5)

Paxton, Vern: (SST—16:5)

Peacer, Norman: (Misc—2:6)

Pelliccia, Joseph: (WAS—16:5)

Peltz, Charles: (MD—6:6)

Perica, Jon: (AK—1:3) (TAC—1:4) (Misc—1:1, 1:2, 1:5, 1:6)

Perla, Paul: (BL—4:2) (Misc—5:3)

Perlman, David: (FE—17:4)

Phelps, George: (DD—2:4)

Philips, V.P.: (DD—1:2)

Phillies, George: (DD—6:5, 6:6) (STAL—8:6, 9:1, 12:6)

Piche, Ray: (Misc—3:4)

Pittman, Theodore: (BL—4:4)

Pliskin, Stanford: (LM—3:4)

Plock, Richard: (Misc—11:1)

Plumb, Lawrence: (DD—2:2, 2:3) (STAL—2:4) (Misc—2:1)

Pollock, Joseph: (BB—4:2)

Pope, David: (SL—19:2)

Pournelle, J.E.: (LW—8:4) (WAT—8:2) (Misc—4:6, 5:5, 6:1, 7:3, 7:5, 7:6, 8:2)

Powlesland, Steve: (SL—17:6)

Preissle, Frank: (AK—11:2, 18:1, 18:3)

Proctor, Bob: (BIS'79—18:1) (Misc—16:3)

Pulisher, Lewis: (DD'77—13:6, 16:6) (DIP—18:1, 18:2, 18:3) (OR—10:3)

Pyle, James: (RW—11:1)

## Q

Quinn, Bill: (AK—5:6)

## R

Rahman, Glen: (DWTH—20:3)

Rains, Ed: (SL—19:2)

Rancourt, John: (BB—3:2) (BIS—5:5, 5:6)

Ransom, Craig: (BIS'79—16:2) (WAS—13:6)

Reed, Randy: (CH—12:3) (PB—8:1) (RW—10:4) (SST—13:6) (Misc—8:3, 11:1)

Reese, Jay: (SST—13:6)

Reese, Peter: (TAC—6:5) (WAT—4:2)

Richie, David: (3R—15:3)

Ritholz, Robert: (BB—2:5)

Roach, Harry: (BL—9:4) (WAT—7:1)

Roberts, Dave: (AK—14:1) (BL—9:5, 12:5)

Robinette, Henry: (AZ—7:3) (BB—9:2)

Robinson, Michael: (BB—11:5)

Robleski, Gregory: (BL—9:2)

Rod, David: (PB—18:1)

Roehl, Chris: (Misc—18:6)

Rohrs, Chris: (BL—3:5)

Rosenberg, Mark: (AK—4:2) (BL—3:2)

Ross, Dooner: (MD—17:1, 17:4)

Rowland, John: (BB—5:6)

Rubin, Richard: (BIS'79—16:2)

Rudolph, Mark: (DD—4:12)

Russell, Frank: (AK—3:1)

## S

Saha, Mark: (OR—10:3, 13:5) (RW—11:3, 11:6) (STAL—11:2, 13:3) (3R—12:5) (TB—13:6) (Misc—11:1)

Salcedo, Ron: (STAL—15:3)

Saltzman, Russell: (Misc—8:1)

Sanders, Stephen: (SST—17:4)

Santosuoso, Antonio: (AL—18:1)

Sapp, Bill: (Misc—3:6)

Sassin, Fred: (1776—20:3)

Saunders, Joseph: (BB—5:3)

Saviet, Mark: (MD—4:2)

Schmidt, Otto: (3R—16:4)

Schulz, Ralph: (Misc—4:5)

Searight, William: (AK—5:6, 7:4, 9:1) (DD—7:5, 11:5) (FR—9:4) (MD—14:5, 20:6) (STAL—6:3, 6:6, 8:6) (Misc—5:2)

Self, Kennedy: (MD—17:1, 17:4)

Shagrin, Richard: (BB—4:1, 7:4) (MD—3:6) (STAL—2:5, 3:5) (3R—14:5) (WAT—2:3, 3:3)

Shalvay, Richard: (STAL—3:3, 4:1, 11:3) (Misc—6:2, 8:3)

Shannon, Mark: (BIS'79—19:6)

Shaw, John: (BL—5:5)

Sheaffer, Dale: (Misc—17:1, 19:3)

Shefler, Mike: (KS—10:2)

Sheinberg, Marc: (OR—9:6)

Shelley, Bruce: (B—17—20:6)

Sherwood, Scott: (STAL—7:5)

Shimer, Eric: (BL—3:2, 4:2, 4:4) (TAC—1:5)

Simecek, David: (Misc—3:1)

Simmons, Steve: (3R'81—19:6)

Sinigaglio, Bruno: (BB'81—19:2) (JU—7:2) (Misc—6:1)

Sledge, Robert: (WAT—11:5)

Slick, Dave: (Misc—7:6)

Slimak, Kevin: (MD—7:4)

Smart, Stuart: (3R—15:2)

Smiley, Tom: (AZ—8:3)

Smith, Bill: (WAT—3:1) (DD—3:3)

Smith, Hilary: (Misc—1:1, 1:2, 1:3, 1:5)

Snellen, Jim: (PB—9:5)

Snow, Paul: (DUNE—18:1)

Sperdakos, Deane: (FRED—20:3)

Springer, Robert: (BL—7:1, 7:4)

Springsteen, Thomas: (GL—18:4) (SOA—19:1)

Stahler, Jim: (AIW—14:1, 14:3) (BL—18:6) (DD'77—18:2) (MR—17:5) (STT—14:5) (Misc—13:3, 20:5)

Stanton, Shelby: (PB—8:3)

Starks, Charles: (Misc—13:6)

Stein, Jeff: (1914—7:1)

Stein, James: (STAL—4:2, 3:5, 3:6) (Misc—3:6)

Stephenson, Robert: (DD—2:3)

Stern, Herbert: (Misc—1:4)

Stevens, Harold: (3R'81—1:5)

Stone, Bill: (AK—3:4) (MD—3:1) (Misc—5:2)

Storslee, Tom: (WAT—3:1)

Strangeman, Richard: (SUB—18:6)

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## COMPANY HISTORY

In celebration of Avalon Hill's Silver Jubilee, an informal history of the world's first and largest wargame publisher was compiled. The 32-page, full-color booklet exposes the successes, failures, truths and myths of The Avalon Hill Game Company from 1958 to 1983. With a forward by Charles S. Roberts on the founding years and liberally illustrated, the Company History is wonderful nostalgia for the thousands of gamers who started wargaming with Avalon Hill products. The Silver Jubilee booklet is available for \$2.50 from The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Please add the usual 10% postage and handling (20% for Canadian orders; 30% overseas).

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## LETTERS TO THE EDITOR

**Index Key:** Order of Appearance — Author (subject of letter\*) Volume: Number (Page)

\*Subject: Reply to article—(reply to Author, “Title” Volume:Number)  
 Reply to earlier letter—(reply to Author\*)  
 Author’s correction to article—(Add & Corr, “Title” Volume:Number)

The “Letters page” in The *GENERAL* has rarely resembled the self-serving hype that many periodicals publish and, as such, is worthy of inclusion in this index. The letters printed give the current reader an insight into how the readership of the period reacted to The *GENERAL* and our wargames as these evolved. It also serves to show how little things have changed, as is evidenced by the complaints regarding delay of the magazine which made their first appearance in Vol. 1, No. 4! Oftentimes the reader reaction to certain articles as portrayed via the letters page proved more interesting than the articles themselves. Indeed, in some cases, the letters become necessary reading to keep up with errata for the articles printed in previous issues. Finally, the letters page has become an exchange of ideas, a spot for the many who do not or cannot submit articles to place their views and variants before their peers.

### AFRIKA KORPS

1. Whit Stillman (comments on realism) 1:2 (3).
2. Conrad Jarrell (praise for humor in advertisements) 1:2 (4).
3. Arthur Foss (variant with miniatures) 1:3 (6).
4. James Smith (reply to Anon., “Afrika Korps Replayed” 1:5) 1:6 (6).
5. James Dunnigan (reply to Anon., “Afrika Korps Replayed” 1:5) 1:6 (6).
6. Stefan Kullengren (improvements for rules) 7:2 (14).
7. Ken McGurn (problems with the game) 9:5 (13).
8. Charles Starks (reply to Hazlett, “Tournament Play” 11:3) 11:5 (29).
9. Tom Hazlett (reply to Lockwood, “The Paleveda Gambit” 12:5) 13:1 (33).
10. Bruce Downing (reply to Preissle, “Face Lift for a Classic Beauty” 18:1) 18:3 (45).

### AIR FORCE/DAUNTLESS

1. Norman Beveridge (reply to Zucker, “Design Analysis” 17:3) 17:5 (45).
2. Jim Pulles (variant log pad codes) 17:5 (45).
3. Tom Oleson (reply to Zucker, “Design Analysis” 17:3) 17:5 (45).
4. David Bieksza (solution to Contest 102 in error) 18:5 (45).

### ALEXANDER

1. Bruce Hooke (praise—but balance problems) 11:6 (29).

### ANZIO

1. Robert Reuschlein (reply to Burkman, “Anzio Without Really Trying” 6:2) 6:3 (14).
2. Marc Nicholson (setup aide) 7:3 (14).
3. David Roberts (reply to Oleson, “Allied Strategy in Anzio” 10:5) 11:1 (29).
4. Jerry Schott (criticism of the “updated” game) 15:5 (33).

### BATTLE OF THE BULGE

1. James Young (one-sided, bad game) 5:6 (14).
2. Lawrence Valencourt (reply to Young\*) 6:1 (14).
3. Joel Klein (an opening-move suggestion) 7:4 (14).
4. Randy Heller (reply to Shagrin, “Heller’s Folly” 7:4) 7:5 (13).
5. Bruno Sinigaglio (hints on new version of the game) 16:1 (33).

### BISMARCK

1. Gary Lawson (reply to Moon, “Child of the Sixties Grows Up” 16:2) 18:1 (45).
2. Jack Greene (reply to Proctor, “Tactical Side of Bismarck” 18:1) 18:3 (45).

### BLITZKRIEG

1. Paul Cathey (meaning of the colors Red & Blue?) 6:1 (14).
2. Keith Bennett (meaning of the colors Red & Blue?) 6:1 (14).
3. Stan Kaplan (reply to Peltz, “The Pessimist’s Blitzkrieg” 6:6) 7:2 (14).
4. Mark McCandless (reply to Griffin, “Strategic Bombing The Key” 7:2) 7:3 (14).
5. Mark McCandless (reply to Anon., “Blitzkrieg—Troops for the Minor Countries” 2:6) 7:4 (14).
6. Lewis Pulsipher (variant rules) 11:1 (29).
7. Alan Skinner (reply to Greenwood, “Surface Raiders” 12:2) 12:4 (29).
8. James Stahler (variant, Hidden Movement) 12:4 (29).

9. Glenn Roberts (variant Fortress) 12:5 (33).
10. Editor (variant rules, “Fortifications”) 13:1 (33).
11. Stephen Herchak (reply to Thomas, “Blitzkrieg Propaganda” 16:5) 17:1 (45).
12. Thomas Butcher (reply to Harmon, “New Look at an Old Friend” 20:4) 20:6 (45).

### CAESAR’S LEGIONS

1. Gerard Verzaal (reply to Greenwood, “The Best Alternative to Play Balance” 13:5) 13:6 (33).

### CHANCELLORSVILLE

1. Don Holshuh (reply to Reed, “Design Analysis” 12:3) 12:5 (33).

### CIVILIZATION

1. Greg Evans (praise) 19:4 (45).

### C&O/B&O

1. Andrew Sperandeo (praise; better than Dispatcher) 6:2 (11).
2. Robert Olimsk (why phase out this great game?) 8:6 (14).

### CROSS OF IRON

1. Will Provost (reply to Allen, “COI Series Replay” 17:3) 18:1 (45).

### CRESCENDO OF DOOM

1. Wayne Rice (American counters) 17:1 (45).
2. Chris Dawson (PIAT rules) 17:2 (45).

### D-DAY

1. Larry Willey (comments on para-drop rules) 1:4 (3,12).
2. Tyrona Bomba (Add & Corr, “Plan of the Month” 7:1) 7:2 (14).
3. Robert Burge (reply to Searight, “Gamble or Play it Safe?” 7:5) 8:1 (13).
4. Keith Lewis (variant, Patton’s 3rd Army) 9:5 (13).
5. Mark Matuschak (reply to Gygax, “D-Day Defended” 10:1) 10:3 (21).
6. Robert Burge (reply to Gygax, “D-Day Defended” 10:1) 10:5 (21).
7. Gary Gygax (reply to Burge\*) 10:5 (21).
8. Tim Latanishen (praise) 11:2 (29).
9. Robert Beyma (reply to Greenwood-Roberts, “Beach by Beach” 11:1) 11:4 (29).
10. David Roberts (reply to Beyma\*) 11:6 (29).
11. Mark Saha (comments on “updated” game) 14:5 (33).

### DUNE

1. Harry Bee (Dune variant) 17:4 (45).

### FOOTBALL STRATEGY

1. Don Greenwood (praise, but game is too simple) 6:1 (14).
2. Jim Reilly (OOPS League info.) 10:6 (21).

### FORTRESS EUROPA

1. Jim Eliason (Add & Corr, “On to Berlin” 18:4) 18:6 (45).
2. Jim Stahler (reply to Owens, “Historian’s Guide to AH Wargames” 19:6) 20:3 (45).

### FRANCE, 1940

1. Allen Kerns (praise) 9:1 (13).
2. Phillip Costaggini (suggestions for new Order of Battle) 9:6 (13).
3. Peter Hsu (reply to Costaggini\*) 10:2 (21).
4. Dan Richardson (reply to Wessels, “Is Defense Really Necessary?” 9:6) 10:5 (21).
5. Larry Wessels (reply to Richardson\*) 11:1 (29).
6. Phil Kosnett (Add & Corr, “More French Alternatives” 13:3) 13:5 (33).

### FURY IN THE WEST

1. Robert Harmon (Add & Corr, “FITW: A Commander’s Notebook” 18:1) 18:3 (45).

### GETTYSBURG

1. Doug Kewley (reply to Files, “Togetherness for Confederates” 5:2).
2. Thomas Wilbur (reply to Augenbraun, “Gettysburg—What Price Victory?” 8:1) 8:3 (13).
3. Anon (reply to Boslet, “A Realistic Solution” 10:6) 11:3 (29).

### G.I.: ANVIL OF VICTORY

1. Thomas Norton (complaints on GI delay) 18:6 (45).
2. Chester Morrison (reply to Norton) 19:2 (45).
3. JJT (abbreviations) 19:3 (45).
4. Scott Tomasic (abbreviations) 19:3 (45).
5. Robert Kaliski (reply to Norton) 19:4 (45).
6. Robert Miller (errata and point values) 19:4 (45).
7. Fred Oerther (criticism) 19:5 (45).
8. John Ockelman (reply to Oerther) 20:3 (45).
9. Alan Lipka (reply to Collier, “Glass Anvil” 20:1) 20:4 (45).
10. James Collier (Add & Corr, “Glass Anvil” 20:1) 20:4 (45).

11. Ray Andrews (solution to Contest 113 errs) 20:4 (45).

### GLADIATOR

1. Thomas Springsteen (Add & Corr, “Gladiator” 18:4) 18:6 (45).

### GUADALCANAL

1. John Kato (problems) 6:4 (11).
2. Gordon Neufeld (praise) 6:6 (14).
3. Joseph Seliga (praise) 6:6 (14).
4. John Kato (variant, Hidden movement suggestions) 6:6 (14).
5. Mark Saha (praise, suggestions) 9:6 (13).
6. Mark Saha (reply to Davis, “Guadalcanal: The Island, the Campaign, the Game” 10:6) 11:3 (29).

### GUNS OF AUGUST

1. Tim Williams (criticism and variants) 18:4 (45).
2. Claude Drong (solution to Contest 103 errs) 18:6 (45).

### JUTLAND

1. Stuart Gilbert (reply to Witmer, “Jutland Rebuttal and Six Variations” 6:5) 6:6 (14).
2. Robert Thorne (reply to Witmer, “Jutland Rebuttal and Six Variations” 6:5) 6:6 (14).
3. Stephen Lewis (reply to Gilbert\* & Throne\*) 7:1 (14).
4. Anthony Bernier (variant, rubberband firing!) 8:2 (13).
5. J. Northgraves (variant, 3rd player) 9:1 (13).
6. Dean Miller (Add & Corr, “Probable Possibilities” 12:3) 12:5 (33).
7. David Wilson (a “playable variant”) 15:3 (33).

### KINGMAKER

1. Bill Mauzey (praise for the advance announcement) 12:5 (33).

### KRIEGSPIEL

1. Charles Debaugh (praise) 7:2 (14).
2. Craig Ashby (will not buy game) 7:3 (14).
3. Chris Hilburn (praise) 7:3 (14).
4. Dana Brussel (reply to Ashby\*) 11:4 (29).

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1. Steve Beard (praise) 19:1 (45).

### LUFTWAFFE

1. J. E. Pournelle (long letter on his historical position) 9:4 (13).
2. Karl Skadowski (variant, victory conditions) 9:5 (13).
3. Mark Saha (reply to Duncan, “Luftwaffe Analysis” 10:2) 10:6 (21).
4. Robert Harmon (Add & Corr, “Breaking Par” 10:5) 10:6 (21).
5. Robert Harmon (historical comments) 11:1 (29).
6. Robert Duncan (reply to Hazlett, “A Fast America Win” 11:2) 11:4 (29).
7. Norman Klusdahl (beef-up the P-38) 13:3 (33).
8. Dave Sandberg (reply to Harmon, “Calibrated Luftwaffe” 13:1) 14:1 (33).
9. David Goodwin (variant, balance) 14:4 (33).
10. Kenneth Erby (Add & Corr, “Tactical Level Luftwaffe” 18:4) 18:6 (45).

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1. John Duchon (criticism of development) 16:6 (45).

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1. E. Brodie (used at Bell Telephone) 6:1 (14).

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1. Kenneth McGurn (variant, rule changes) 13:3 (33).
2. Craig Kurumada (don’t use the word “Jap”) 13:5 (33).
3. Melvin Sastrom (problems with rules & history) 14:5 (33).
4. Editor (Add & Corr, “Pacific Theatre via Midway” 15:5) 15:6 (33).

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1. Anon. (criticism) 6:2 (11).
2. Ronald Jacob (reply to Valencourt, “Air Power in 1914” 6:2) 6:3 (14).
3. Thomas Wilbur (reply to Valencourt, “Holland 1914” 7:4) 7:5 (13).
4. Michael Carr (reply to Valencourt, “Air Power in 1914”, 6:2) 6:3 (14).
5. Joe Dulaney (reply to Augenbraun, “1914 Strategy and Tactics” 7:6) 8:1 (13).
6. A Velez-Diaz (Phd and an MA can’t figure out how to play) 9:1 (13).
7. Seth Fine (reply to Crow, “German 1914 Assault Tactics” 8:6) 9:1 (13).
8. Paul Purman (criticism of game length) 15:5 (33).
9. Mark Lowenthal (Add & Corr, “The Schlieffen Plan and 1914” 6:4) 6:5 (14).
10. Patrick Regan (criticism) 6:5 (14).

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1. Tim Weege (praise) 10:3 (21).

2. Craig Ransom (variant ideas) 10:6 (21).
3. Craig Ransom (more variant ideas) 12:2 (29).

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1. J. E. Pournelle (reply to Dunnigan's comments after Pournelle's "AH Philosophy #34 in 9:2) 9:3 (13).
2. Mark Saha (reply to Sheinberg, "Tiger by the Tail" 9:6) 10:1 (21).
3. Bill Fisher (praise) 10:2 (21).
4. Lani Marinello (praise) 10:4 (21).
5. Richard Noonan (variant) 10:5 (21).
6. Lewis Pulisher (wrote the "Italian Variants" in "An Origins Trilogy" 10:3) 11:1 (29).
7. Len Scensey (reply to Pulisher\*) 12:1 (29).
8. Michael Ziegler (hints on play) 12:2 (29).
9. Robert Sellen (praise: classroom use) 12:5 (33).

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1. Timothy O'Neill (comments on realism) 7:6 (13).
2. Greg Degi (praise) 7:6 (13).
3. Michael Plesko (terrain problems) 7:6 (13).
4. Tom Oleson (reply to Freeman, "Russian Emphasis on Close Assault Tactics" 7:6) 8:1 (13).
5. John Jacobson (use bingo chips to mark units) 8:2 (13).
6. David Huss (reply to Stanton, "Airborn PanzerBlitz" 8:3) 8:4 (14).
7. Hank Roach (more articles needed) 8:5 (13).
8. Nick Jewett (variant, Impulse movement) 9:2 (13).
9. Richard Thomas (variant, Spotting rules) 9:3 (13).
10. Keith Gross (reply to Hopp, "PanzerBlitz Revisited" 9:1) 9:4 (13).
11. Steve Powlesland (Germans need help) 9:6 (13).
12. Robert Chiang (ideas for situation #10) 10:3 (21).
13. Rolf Luchs (reply to Thomas, "Experimental PanzerBlitz" 10:1) 10:3 (21).
14. Mark Saha (ideas for situation #4) 11:1 (29).
15. Carl Hoffman (reply to Miller, "The Professional German" 11:2) 11:4 (29).
16. Steven Yancey (reply to McAneny, "The Pieces of PanzerBlitz" & Harmon, "Beyond Situation #13" both in 11:4) 11:6 (29).
17. Editor (corrections for problems noted in entry above) 11:6 (29).
18. Jeffrey Jones (reply to McAneny, "The Pieces of PanzerBlitz" 11:4) 11:6 (29).
19. Jonathan Penner (reply to Hoffman\*) 12:1 (29).
20. Michael Orth (reply to Hoffman\* & Yancey\*) 12:1 (29).
21. Roy Easton (Add & Corr, "Battle for Berlin" 12:1) 12:3 (29).
22. Mark Matuschak (reply to Harmon, "Situation #13" 11:4) 12:3 (29).
23. Ian Straus (reply to Harmon, "The Fallacy of PanzerBush—Design Analysis" 12:2) 12:6 (33).
24. Mark Brazas (reply to Saha\*) 13:3 (33).
25. Robert Chaing (Add & Corr, "Series Replay" 13:6) 14:3 (33).
26. Lorrin Bird (variant, movement rules) 15:3 (33).
27. Tom Oleson (Add & Corr, "Panzerblitz Situation "X" 15:4) 16:4 (45).

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1. Steve Spoulos (praise) 12:1 (29).
2. John Libby (reply to Foos, "PBM—the Hard Way" 12:4) 12:6 (33).
3. Randy Bestwick (variant, OOB for situation #3) 13:2 (33).
4. Ramiro Cruz (Add & Corr, "Panzer Leader, 1940" 15:2) 15:5 (33).
5. Anon. (Add to "Panzer Leader 1940" 15:2) 16:2 (33).
6. S. Hogan (plea for unification of design in the PB, PL & AIW games) 16:6 (45).
7. Brett Miller (praise) 17:5 (45).
8. Oscar Oates (Add & Corr, "Para-Leader" 20:2) 20:4 (45).

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1. Alan Carlson (variant "glide") 11:6 (29).
2. David Bottger (Add & Corr, "Richthofen's War Analysis 11:5" 12:1 (29).
3. Mark LaPlante (variant "bounce") 13:3 (33).
4. Eric Waggoner (variant, "clouds") 13:6 (33).
5. Robert Duncan (variant "climb & dive") 14:2 (33).
6. Editor (Add & Corr, "Unexpected Maneuvers" 14:4) 14:6 (33).

#### RUSSIAN CAMPAIGN

1. William Farone (reply to Miller, "Initial Impressions of Russian Campaign" 13:3) 13:5 (33).
2. Peter Olafson (reply to Jarvinen, "Viipuri Defense" 13:6) 14:4 (33).
3. Lorrin Bird (reply to Jarvinen, "Barbarossa Repulsed" 14:3) 14:5 (33).
4. Jim Eliason (reply to Hamblen, "Design Analysis" 14:1) 15:5 (33).
5. Mark Brazas (reply to Greenwood, "Series Replay" 16:4) 16:5 (45).
6. Gene Boggess (playing aid for postal play) 16:6 (45).
7. Don Pieron (reply to Hamblen, "TRC Series Replay" 16:4) 17:1 (45).
8. Mark Brazas (reply to Brazas) 17:2 (45).
9. Ron Lambert (reply to Jameson, "Tactical Alternatives in 1941" 16:5) 17:2 (45).
10. David Jameson (Add & Corr, "Tactical Alternatives in 1941" 16:5) 17:2 (45).

#### 1776

1. George Phillips (no need for "idiocy factor") 11:2 (29).

2. Tom Hazlett (comments on Command/Control) 11:2 (29).
3. Joel Davis (comments on criticism in other magazines) 11:2 (29).
4. J. E. Pournelle (praise) 11:2 (29).
5. Larry Bucher (comments good & bad) 11:4 (29).
6. Ed Newby (reply to Phillips\*) 11:5 (29).
7. Thomas Hilton (Americans can win!) 11:5 (29).
8. Stephen Tietz (praise, tips for play) 12:1 (29).
9. Charles Starks (reply to Jarvinen, "Saratoga" 11:5) 12:2 (29).
10. Ron Magazzini (flaws—but praise) 12:2 (29).
11. Keith Mohler (add ships?) 12:3 (29).
12. Mike Thomas (praise, tips on play) 12:4 (29).
13. Bill Hecker (reply to Kanterman, "Design Analysis—Command/Control" 12:4) 13:2 (33).
14. Mark Matuschak (reply to Gross, "Occupation as the Key to Victory" 13:1) 13:3 (33).
15. Dwight Hammer (reply to Jarvinen, "Game Theory and 1776" 13:5) 14:1 (33).
16. Richard Jarvinen (reply to Hammer\*) 14:3 (33).

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1. Frank Avent (plea for expansions) 15:1 (33).
2. John Scales (reply to Greenwood, "Design Analysis" 14:5) 15:2 (33).
3. Nathan Wallace (reply to Avent\*) 15:3 (33).
4. Pierre Frioud (reply to Hill, "Design Analysis" 14:5) 15:5 (33).
5. Michael Mahoney (where is COI?) 15:6 (33).
6. Jim Roche (Disturbed over gamettes delay) 16:1 (33).
7. Roger Eastep (comments on coming gamettes) 16:4 (33).
8. Lorrin Bird (Soviet organization) 17:3 (45).
9. John Sivertsen (slowness of SL production) 18:1 (45).
10. Mark Cotter (inordinate coverage) 18:2 (45).
11. Michael Fullerton (suggest contest for SL names) 18:6 (45).
12. Rick Walton (Japanese, advanced SL rulebook) 19:5 (45).
13. Bill Nightingale (Add & Corr, "Quiz on Basic Infantry Tactics" 19:3) 20:1 (45).
14. William Bowers (reply to Alsen) 20:6 (45).
15. Mark Sockwell (reply to Alsen) 20:6 (45).

#### STALINGRAD

1. Geoff Burkman (Dowling's "All it takes is efficient planning" in 5:4 is a copy of Donovan "Moscow at 3 x 1" in 3:2) 5:6 (14).
2. Tom Oleson (Play Balance) 16:5 (14).
3. Lewis Pulisher (reply to Henderson, "Barbarossa with a purpose" 7:3) 7:4 (14).
4. Henry Hopf (reply to Ellsworth, "Realism and Play balance" 7:2) 7:4 (14).
5. Thomas Oleson (play balance suggestions) 7:4 (14).
6. Charles Bogart (reply to Ellsworth, "Realism and Play Balance" 7:2) 7:4 (14).
7. Robert Barisch (Add & Corr, "Double Stalingrad" 9:2) 9:3 (13).
8. Bill Fisher (reply to Searight, "Urals Before 1942" 8:6) 10:2 (21).
9. Richard Drozd (praise, ideas for victory change) 10:6 (21).
10. Robert Beyma (reply to Shalvoy, "Defending Russia" 11:3) 12:1 (29).
11. David Antczak (reply to Beyma\*) 12:3 (29).
12. Robert Beyma (reply to Antczak\*) 13:2 (33).
13. Kenneth McGurn (play balance vs realism in replacement rates) 15:3 (33).
14. Louis Coatney (Add to "Stalingrad Revisited and Revised" 15:2) 16:2 (33).
15. George Phillips (reply to Coatney\*) 16:4 (33).
16. George Phillips (reply to Angiolillo, "The Russian Views" 17:6) 18:3 (45).

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4. Scott Robertson (reply to Paxton, "Blood and Guts Starship Troopers" 16:5) 17:2 (45).
5. Vern Paxton (Add & Corr, "Blood and Guts Starship Troopers" 16:5) 17:2 (45).
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## CONTESTS

**Index Key:** Contest Number—Subject—Volume:Number

Contests have been a tradition with *The GENERAL* since the very first issue, despite efforts by more than one editor to do away with the time-consuming feature. Twice, contests were omitted in an attempt to judge how the readership would react to such a move. As the reader can plainly see, the response was such that they were immediately reinstated, much to the chagrin of the editors. Devising new and challenging puzzles which are more than just "luck of the draw" exercises is a considerable undertaking which often consumes more time and space than the number of replies to each would suggest to perfect a puzzle which is challenging and *legitimate* (correct and answerable in only one way). However, many readers indicate that, while they do not frequently enter the contests, they often "play along at home" and try to solve the puzzle in their head without going to the trouble of getting out board, pieces and rules. For this reason, and because the contest is often tied to the feature presentation of each issue in its current format, the contests are probably with us to stay for a long time to come.

The contests were not always tests of skill, however. In the early years of *The GENERAL* they often resembled random chance drawings simply because this was simpler for the harried editor (who had neither the time nor expertise to design a contest on a specific title). Fortunately, with our expanding in-house design staff, each contest can now be constructed by the designer or developer of the game on which it is based and therefore usually offers a fine test of wits for the enthusiast. Traditionally, the answer to each contest has been printed in the immediately following issue—at first as a separate article. Later, more often than not, the solution was incorporated into the regular "Infiltrator's Report". In the "Report" also, the winners of each contest are announced.

Non-specific contests are indicated by brackets around the "subject" of that contest.

1. Afrika Korps (1:1)
2. Baseball Strategy (1:2)
3. Stalingrad (1:3)
4. Football Strategy (1:4)
5. Midway (1:5)
6. [Select the Most Popular Game of 1964] (1:6)
7. Waterloo (2:1)
8. LeMans (2:2)
9. Battle of the Bulge (2:3)
10. [Identify the game by certain facts] (2:4)
11. Blitzkrieg (2:5)
12. Baseball Strategy (2:6)
13. Guadalcanal (3:1)
14. U-Boat (3:2)
15. Management (3:3)
16. Battle of the Bulge (3:4)
17. Stalingrad (3:5)
18. Baseball Strategy (3:6)
19. Gettysburg '64 Edition (4:1)
20. Jutland (4:2)
21. Football Strategy (4:3)
22. [Identify Counters] (4:4)
23. [Figure Battle Odds] (4:5)
24. [End the Vietnam War] (4:6)
25. [Playtest Registration] (5:1)
26. Gettysburg '64 Edition (5:2)
27. [Reader's Survey] (5:3)
28. Bismarck (5:4)
29. U-Boat (5:5)
30. Baseball Strategy (5:6)
31. Blitzkrieg (6:1)
32. [Rules Quotations] (6:2)
33. Bismarck (6:3)
34. LeMans (6:4)
35. [Select New Game Titles] (6:5)
36. [Who and What in Wargaming] (6:6)
37. U-Boat (7:1)
38. Kriegspiel (7:2)
39. Football Strategy (7:3)
40. Battle of the Bulge (7:4)
41. Stalingrad (7:5)
42. PanzerBlitz (7:6)
43. Waterloo (8:1)
44. Afrika Korps (8:2)
45. Blitzkrieg (8:3)
46. D-Day (8:4)
47. [Market Survey] (8:5)
48. [Identify Games by Attack Examples] (8:6)
49. France, 1940 (9:1)
50. [Readers Survey] (9:2)
51. [Design AH Advertisement] (9:3)
52. Midway (9:4)
53. Afrika Korps (9:5)
54. Battle of the Bulge (9:6)
55. Luftwaffe (10:1)
56. Richthofen's War (10:2)
57. Stalingrad (10:3)
58. Blitzkrieg (10:4)
59. Afrika Korps (10:5)
60. D-Day (11:1)
61. PanzerBlitz (11:2)
62. Afrika Korps (11:3)
63. PanzerBlitz (11:4)
64. Stalingrad (11:5)
65. Third Reich (11:6)
66. Anzio (12:1)
67. [Cryptogram] (12:2)
68. Battle of the Bulge (12:3)
69. Third Reich (12:4)
70. 1776 (12:5)
71. Chancellorsville (12:6)
72. Wooden Ships and Iron Men (13:2)
73. Russian Campaign (13:3)
74. Alexander (13:4)
75. War at Sea (13:5)
76. Starship Troopers (13:6)
77. Afrika Korps (14:1)
78. Kingmaker (14:2)
79. Arab-Israeli Wars (14:3)
80. Victory in the Pacific (14:4)
81. Squad Leader (14:5)
82. D-Day (14:6)
83. Gettysburg '77 (15:1)
84. Panzer Leader (15:2)
85. Air Assault on Crete (15:3)
86. Submarine (15:4)
87. Midway (15:5)
88. Cross of Iron (15:6)
89. Anzio (16:1)
90. Bismarck (16:2)
91. The Russian Campaign (16:3)
92. Magic Realm (16:4)
93. The Russian Campaign (16:5)
94. Dune (16:6)
95. War & Peace (17:1)
96. Crescendo of Doom (17:2)
97. Afrika Korps (17:3)
98. [Asylum Murder Mystery] (17:4)
99. Circus Maximus (17:5)
100. Stalingrad (17:6)
101. [Identify Games by Rules] (18:1)
102. Air Force (18:2)
103. Guns of August (18:3)
104. Gladiator (18:4)
105. Third Reich (18:5)
106. Crescendo of Doom (18:6)
107. Storm Over Arnhem (19:1)
108. Battle of the Bulge '81 (19:2)
109. Gunslinger (19:3)
110. Oh-Wah-Ree (19:4)
111. Struggle of Nations (19:5)
112. Victory in the Pacific (19:6)
113. G.I.: Anvil of Victory (20:1)
114. Titan (20:2)
115. Frederick the Great (20:3)
116. Starship Troopers (20:4)
117. Bull Run (20:5)
118. Air Force (20:6)

## SERIES REPLAYS

**Index Key:** Order of Appearance—Game (Players and Commentator) Volume:Number

Since Don Greenwood introduced the first Series Replay a decade ago, the masterful play illustrated by the experts has proved a boon to many readers. Even the less-than-clever actions by the not-so-expert among these players served for the neutral commentators (themselves master players) to highlight points on proper and improper tactics and strategies. Many current readers learned competency in the various games below by playing along vicariously. Many innovations and ploys were first illustrated in these replays. More than any other regular feature in the magazine, the colorful art and commentary of the Series Replay has yet to be duplicated elsewhere in the hobby press. Despite the immense effort even a simple replay represents, these will continue to be stock-in-trade for *The GENERAL*.

The name of the Neutral Commentator has been italicized. Thus far, only one Series Replay has appeared that did not have a Neutral Commentator to guide the readers through the action.

1. Midway (Barr, Greenwood, Totten) Vol. 10, #2
2. Stalingrad (Evans, Oleson, *Phillies*) Vol. 10, #4
3. Afrika Korps (Garbisch, Hoyes, *Greenwood*) Vol. 10, #5
4. Battle of the Bulge (Reed, Lowry, *Roberts*) Vol. 10, #6
5. Panzerblitz, Situation 6 (Plock, Livermore, *Easton*) Vol. 11, #1
6. Waterloo (Sinigaglio, Beyma, *Anton*) Vol. 11, #2
7. Midway (Uhl, Greenwood, *Totten*) Vol. 11, #3
8. Origins of World War II (Barents, Drakert, Hendry, Caton, Birsan, *Pulsipher*) Vol. 11, #4
9. Stalingrad (Greenwood, Reed, *Phillies*) Vol. 11, #5
10. Third Reich (Nofi, Glynn, Euler, *Greenwood*) Vol. 11, #6
11. Anzio (Oleson, Saha, *Davis*) Vol. 12, #1
12. Panzerblitz, Situation 4 (Livermore, Plock, *Easton*) Vol. 12, #2
13. Waterloo (Roberts, Libby, *Anton*) Vol. 12, #3
14. Afrika Korps (Hazlett, Libby, *Burdick*) Vol. 12, #4
15. Anzio (Oleson, Saha, *Menconi*) Vol. 12, #5
16. Wooden Ships & Iron Men (Uhl, Greene, *Hamblen*) Vol. 12, #6
17. Panzer Leader, Situation 15 (Plock, Livermore, *Reed*) Vol. 13, #1
18. Diplomacy (Naus, McCallum, Birsan, Prosnitz, Beyerlein, Ploeg, Lakofka, *Buchanan*) Vol. 13, #2
19. Midway (Uhl, Greenwood, *Hilton*) Vol. 13, #3
20. War at Sea (Hamblen, Uhl, *Greenwood*) Vol. 13, #4
21. Afrika Korps (Beyma, Burdick, *Hazlett*) Vol. 13, #5
22. Panzerblitz, Situation 4 (Chiang, Bolar, *Phillies*) Vol. 13, #6
23. Alexander (Plock, Livermore, *Hamblen*) Vol. 14, #2
24. Stalingrad (Baruth, Angiolillo, *Balkulski*) Vol. 14, #3 and Vol. 14, #4
25. Victory in the Pacific (Carus, Barr, *Greenwood*) Vol. 14, #6
26. Squad Leader, Scenario 1 (Blumberg, Wetzelberger, *Greenwood*) Vol. 15, #1
27. Caesar's Legions (Poulter, Hind, *Greenwood*) Vol. 15, #4
28. Panzerblitz, Situation 10 (Plock, Livermore, *Chiang*) Vol. 16, #1 and Vol. 16, #2
29. Cross of Iron, Scenario 102 (Suchar, Mishcon, *Greenwood*) Vol. 16, #3
30. Russian Campaign (Jarvinen, Beyma, *Hamblen*) Vol. 16, #4
31. Anzio, Four Player Variant (Barrera, Diez, Duerr, *Oleson*) Vol. 16, #6
32. War at Sea (Moon, Hamblen, *Greenwood*) Vol. 17, #1
33. Victory in the Pacific (Wright, Roehl, Hendrix, *Greenwood*) Vol. 17, #2
34. Cross of Iron, Scenario E (Anderson, Spoulos, *Allen*) Vol. 17, #3 and Vol. 17, #4
35. Third Reich (Watney, Palmer, Nicholas, Wein) Vol. 17, #5 and Vol. 17, #6
36. Wooden Ships & Iron Men (Carpenter, Burtt, *Uhl*) Vol. 18, #3
37. Storm Over Arnhem (Moon, *Greenwood*, *Allen*) Vol. 19, #1 and Vol. 19, #2
38. Gunslinger (Murphy, Iffert, Martin, Ransom, Frattelli, *Hamblen*) Vol. 19, #3
39. Victory in the Pacific (Sinay, Resman, *Lutz*) Vol. 19, #6 and Vol. 20, #1
40. Bull Run (Martin, O'Neil, *Hamblen*) Vol. 20, #5 and Vol. 20, #6